Maxwell Manor™

The Skull of Doom

LOADING

Please remove all program cartridges from your computer and plug the joystick into port #1.

The Atari version will load automatically if you turn on the computer after inserting the diskette into your disk drive. ATARI 800XL users: please press the OPTION key while the program is loading. (As it loads, you can hear beeps from your monitor).

To load the Commodore 64 version, type **LOAD"*",8,1** and hit the **RETURN** key.

There are over a thousand variations to Maxwell Manor. Each variation is identified by a three-digit "game number." Each number means a different thing. The first number is the First Variation Number, the second is the Second Variation Number, and the third is the Skill Level. Thus, in game number 067, 0 is the First Variation Number, 6 is the Second Variation Number, and 7 is the Skill Level.

The two variation numbers change around the rooms, locks and unlocks doors, and determine how the denizens and the rooms of Maxwell Manor will react to you. We will let you discover how the variations work. There are 9 Skill Levels. We recommend 0 for beginners, and 9 for experts.

You set the game number when the title screen appears by moving the joystick in any direction: to the left for the first number, up for the second, to the right for the third, and down to change randomly the variation numbers.

Pressing the joystick button will put you on the road outside Maxwell Manor. To the north is the manor, to the south is the graveyard. The rest is up to you!

COMMANDS

Change. Draws another object to use from your inventory. You may carry a maximum of four objects.

You may also select an object by using your joystick. To do so, press the fire button until the word SELECT appears in the lower left corner of the screen. Toggling the joystick (keeping the fire button down) will draw an object from your inventory. To use an object (to fire a gun, for example), the fire button must be pressed, then released. To drop an object, move the joystick down while in the SELECT mode.

Save Game. Up to four games may be saved on the the game disk. To reload a game, press (**L**)oad.

Exceptions: if a disk drive is not being used, one game may be saved in memory, and can be restored until the computer is turned off. Games saved with an Atari 800 cannot be loaded by an 800XL and vice-versa.

Pause. Stops the game until another key is pressed or the joystick is used.

Timer. The Timer version of Maxwell Manor is switched on or off during the title screen. When the Timer is used, the game is played in six rounds, with the skill level starting at zero and increasing each round. At the end of each round, the adventurer is teleported back to the beginning.

GOODIES

Adventurers will encounter much help and many dangers in their quest for the skull. For things like the gun, its use will be apparant. But some will have only limited use, or can only be used in a certain way.

Treasures: there are 16 of them scattered throughout the Manor, which aid the player in the quest for the Skull of Doom.

Vases: these provide points, bullets, and extra lives. The vases are reset at the beginning of each game hour.

Equipment: there are eight of these, each with their own properties:

Gun: press and release fire button to shoot.
Key: press and release fire button to use.
Coin: has magical properties that may be renewed.
Skull: the object of your quest.
Shield: can deflect fast moving blunt objects.
Cross: has the traditional magical properties when held and used.
Lamp: can light the way in dark rooms.
Sword: good to use when the gun is out of bullets.

CREATURES

Maxwell Manor is not an isolated haunted house. Creatures from both sides of the grave have made this mansion their lair.

Glurks, Sprigles and Wigglers: these fast-breeding, occasionally fast moving creatures became the pets of Mr. Maxwell as the result of an accidential animation experiment performed on some doilys and combs. Since then, they prefer to roam the grounds and parts of the manor, eating anything that gets in their way.

Vampyre Spider: this horrifying undead creature is found in the dark depths of Maxwell Manor. It shoots webs which can catch the unwary. It can be defeated, but beware of its lair!

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elsewhere. Fell into grave twice. Found skull to bring to next meeting. Suspect it to be that of space faring alien that travelled here through dimensional gate.
- Chased out by gate keeper.

Oct 30–

Oh glory! The Psychical Society has mandated me to investigate the mysterious events of Maxwell Manor. My societal nemesis, Doctor Dreagno, was unhappy in the extreme with the selection (having wanted the fame of solving the mystery and laying to rest the evil spirits himself). In fact, he grew quite vocal in his objections and swore to follow me into the Manor and do me mischief!

But enough of him. It is the Manor we must concentrate on! The mystery appeared when the manor master Maxwell was found minus his head in the library. The manor gate was locked from the inside. The servants had been sent on errands. Maxwell was alone. The only clue was found in an ancient ~~tome~~ tome purportedly written by a mad Cairo camel driver. The Skull of Doom, he called it. Could it have anything to do with the floating lights, the odd noises, and the creatures creeping through the Manor's grounds?

My duty is clear: I must enter the Manor, & acquire the skull of it's owner, and find a way to destroy it's power.

I raise my glass~ To the unknown!